

Writing scripts from Pseudocode

1. Start a new word document to put your answers into.
2. Create a new Scratch project in which to write your scripts. The scripts will not form a cohesive program, so you may wish to start separate projects for each exercise.
3. For each exercise, create the given scripts for a sprite, then take a screenshot of the scripts and add it into your document.
4. When you have done all the exercises, print your document and hand it in, or email it to Miss.

Bouncing around

Create a script for a sprite that does the following:

```
WHEN flag clicked
point in a random direction between 0 and 360
FOREVER
  move forward 10 steps
  IF on edge, bounce
```

Test script, take a screenshot of the script, and add it to your document.

Asking a question

Create a script for a sprite that does the following:

```
WHEN the sprite is clicked
SAY "Ouch!"
ASK "Who are you?"
SAY "Hello <answer>" for 2 seconds
END
```

Drawing

Create or import a sprite to act as a pen. Create a variable for the sprite called 'drawing'. Attach the following four scripts to it:

<pre>WHEN sprite clicked IF drawing is equal to True THEN SET drawing to False pen up ELSE SET drawing to True pen down END SCRIPT</pre>	<pre>WHEN flag clicked FOREVER wait 1 second change pen color by 10</pre>
<pre>WHEN flag clicked FOREVER IF drawing is True THEN go to mouse pointer</pre>	<pre>WHEN space pressed clear END SCRIPT</pre>